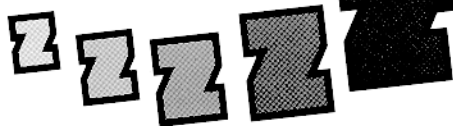# SLEEPWALKER

Scenario

Wake up Ralph ! He's off again !
Your young, cute adorable master has done it again -

Z Z Z Z Z

1

he's sleepwalking. Normally this isn't too bad, he just walks around the room a few times and gets back into bed. But then this is not a normal night. They say that a city after dark is a jungle - well, tonight you can find out for yourself. As his faithful, four-legged friend only you can save your master from all the perils that await him in the dark streets of Kipsville.

Fortunately, for Lee at least, your desire to see him safely back to his bed has given you super-canine powers beyond your wildest dreams. You can run, jump, and even bridge a gap! You can be squashed, run over, and even roasted, but nothing will quench your desire to save, your master from disaster. Unfortunately, your young, cute, adorable master does not seem to be endowed with the same magical qualities, and suffers badly if run over, squashed or gets even the slightest bit wet. Can you do it? Are you 'dog' enough to see that poor defenceless kid safely through six levels of the toughest cityscape you have ever seen?

GamePlay

The objective of each level is to guide Lee safely through the entire level until you manage to get him out the exit. The main screen is laid out as shown below.

Attempt Counter   Sleep bar   Bonus Balloons
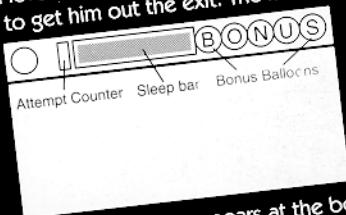
NOTE: The status bar on the PC version appears at the bottom of the screen.

The SleepBar displays how deep Lee's sleep is. He begins the game in deep sleep when the bar is to the far right. It moves gradually to the left indicating an ever increasingly
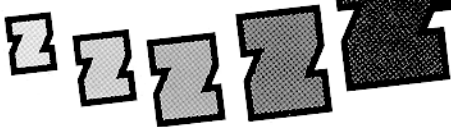
lighter sleep depending upon the hazards that Lee encounters. When it is all the way to the left, Lee has woken up. Water has the greatest effect, and may wake him up completely. When Lee awakens, you may use one of your 'attempts' and can restart the current level at a point near to where Lee last awoke. If you have no attempts left, you restart back at the beginning of the current level.

Scattered around the levels are various icons that will give Ralph or Lee a special ability. These icons are as follows:

| Icon	Name	Effect
	Red Balloon	Lee is awarded an extra attempt.
	Whoopee Cushion	Makes whoever picks it up invunerable for a time.
	False Beard	A hint for some secret blocks.
	Novelty Ear Muffs	Puts Lee into a deeper sleep.
	Dunce Hat	Fills out all of the map.
	Custard Pie	Builds a bridge over the water.

Note: Not every icon appears on each level, and some icons may appear more than once.
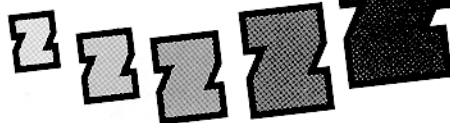
Also scattered around each of the levels are five bonus balloons. As you collect balloons, the word BONUS is spelled out on the right hand side of the panel. Each balloon has a letter on it which gets filled in on the panel when that balloon is collected. The letters that make up the word BONUS do not have to be collected in the correct order. Once you have found all the BONUS balloons, you can enter the BONUSLEVEL!

Bonus Level

As Ralph rests against the wall, he dreams of a host of things that could happen to that lovely, cute adorable boy if he wasn't such a nice dog!

The bonus levels take place in a landscape similar to the level you have just completed. Lee is not in Ralph's dream - well, not yet anyhow. Ralph must run around the wild landscape and collect red balloons. Every twenty red balloons collected generates an extra 'attempt'. There are extra icons featured in the bonus levels that, when collected in the correct order, spell out one of the hazards that Ralph would like to see Lee get involved with if he were not such a nice dog.

An example of how this works would be:

Lamp plus Postbox minus Box equals LAMP POST!

On successfully collecting a hazard a congratulations message will be heard.

When the time runs out, if Ralph has managed to collect any special bonus hazards you get to watch what might have you manage to collect all the hazards on all the bonus levels then you may be in for a surprise at the end of the game!

The icons that appear in the bonus levels are as follows:

Steam	Plus	Toilet Roll	Minus	Toilet	Cement
Mexican	Man	Can	Pile	Screwdriver	Screw
Bee	S	West	C	J	Knight
Watch	Lamp	Postbox	Box	Keyhole	Key
Pig	Lookout	Bellow	L	EO	
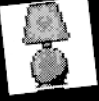
Z Z Z Z Z

NS Poodle OO UD Dust Bin

Bolt On Frankenstein Flat ASA Pancake

Chop Pork Snap Tea Pot Pot S

Well Head THE RAG And Bone Man

Open Gravestone Stone Cricket Bat I A

Your Step Pump King G

Z Z Z Z

|					
Cricket	Fin	Time	COF	Honey Pot	Potty
Pea	AS	Train	ING	ION	ACT
Ram	Pant	NS	Banana	Redskin	Red
Joker	Rhino				

Game Controls

Ralph is controlled by either joystick or keyboard. The cursor keys are used to control Ralph and the Space key is used as the fire button. Ralph can do the following amazing things:

Walk: Push left or right with the controller.

Run: Hold the controller in the direction Ralph is currently walking. As you continue to hold, Ralph will speed up.

Jump: Press Up on the controller. Ralph can jump different heights, depending on how long you hold 'up'.

Z Z Z Z Z
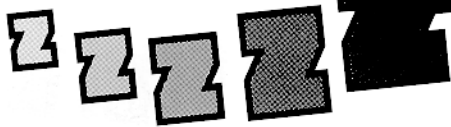
Kick: Press the fire button when you are behind Lee.

Push: Walk or run into Lee. You can push him from the front or behind.

Switch Places: Change places with Lee or any other object that Ralph is currently pushing by pulling down on the controller. You can only switch places with Lee if he is facing you.

Whack with Club: You can deliver a nasty blow to some of the night life that inhabits Kipsville. Press fire while jumping.

Turn Lee: Lee can be turned around by pressing fire while he is both facing you and you are stopping him from walking.

Make a Bridge: If Ralph falls into a small enough gap between two walls, he will hold on to both sides to form a canine bridge which Lee can walk across.

View Map: Press M. This displays a progress map, and arrows indicate where Lee and Ralph currently are. This map is built up as you run around each level.

Pause: Press HELP on the STE or Amiga. Press PAUSE on the PC. Pressing the key a second time will unpause the game.

Quit: Pressing ESC while in pause mode will quit back to the title screen. Pressing ESC when not in pause will cause Lee to lose an 'attempt', and restart the current level.

Option Screen

While the game is in the title sequence, you may press fire to start the game or SPACE (RETURN on the PC) to enter the option screen.

The following options may be changed:

Animations   Enable / Disable

Difficulty   Easy / Hard

Attempts   3 / 5

Control   Joystick / Keyboard (PC ONLY)

Play Training Level   Pressing fire when this option is highlighted will take you to the training level.

Press SPACE to exit the options screen. The TRAINING LEVEL is a simple level which has markings on the wall to help you complete it. It is recommended that you try it first before the main game.

Game End

When you have finally got Lee back to his house and he is safely asleep in his bed, you will be presented with the final congratulations screen. In order to personalize this screen, you will be asked to type in your name. Do this using the keyboard and press the return key when finished. A final score screen will then appear.

Game Hints

* Don't Panic - while it may seem confusing at first, don't panic - keep your cool.

* Don't jump while walking along telegraph cables. If Lee is on it when you land he'll fall straight through !

Z Z Z Z
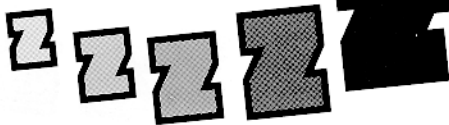
* Forming a bridge is much better than kicking Lee over a gap.

* All objects have a use in the game - but it's not always obvious where !

* In every level there are some safe zones where you can leave Lee walking between two walls. Use these to let Ralph scour the rest of the level clearing any hazards he can find!

SLEEPWALKER

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING AND FOLLOW THEM CAREFULLY.

This game has been tested and checked for viruses. Please do not use any form of disk utility with any Ocean product as such use may result in the corruption of data and render the disk unusable.

Credits

Game Design   CTA Developments
Programming   John Scott, Dave Pratt
Graphics   Richard Cheek, Nick Harding
Music   Dave Newman, James Veal

PC Conversion I.S.C. Ltd

Ocean would like to thank the following people for their help in making this game funny !
Richard Curtis, Kevin Cahil, Roland Rivron, Michael Bywater.
Produced, Marketed and Distributed by Ocean Software Ltd.

Z z z Z z Z